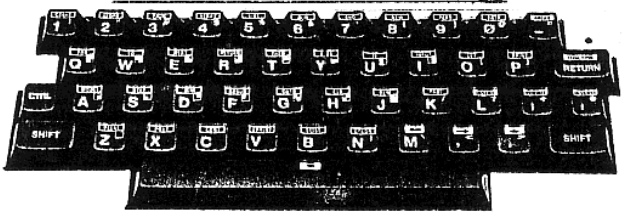
NEWS & MICRO MAGIC 3.

BEGINNER'S GUIDE TO BASIC



```
100 ##############     10000 ##################
    # CLS  CLEAR #...........# SCREEN DISPLAY #
    ##############           # PRINT"WIN"     # W
          :                  # PRINT"CREDIT"  # C
          :                  ##################
2000 ##############      3000 ##########
    #  IFC@0THEN #           # COINS? #
    #------------#...........# PRINTC #
    #   INKEY$   # Z$        # PRESSP #
    #   C=C-1    #           ##########
    #------------#
    # FORI=1TO5  #      1000 ##########
    #------------#...........#  ACE   # 1
    #  N=RND(7)  #      1100 ##########
    #------------#           #  TEN   # 2
    # SELECT AND #      1200 ##########
    # PRINT FIVE #           #  JACK  # 3
    #  SYMBOLS   #      1300 ##########
    #------------#           #  QUEEN # 4
    #  FORJ=1TO5 #      1400 ##########
    #------------#           #  KING  # 5
    #   CHANGE   #      1500 ##########
    #   SYMBOLS  #           #  SNAKE # 6
    # FIVE TIMES #      1600 ##########
    #------------#           #  JOKER # 7
    #    NEXT    #           ##########
    #------------#
    #    NEXT    #   RATTLESNAKE MUD-MAP.
    ##############
          :
4000 ##############      8000 ##########
    # CHECK FOR  #...........#UPDATE C#
    #    WINS    #           #UPDATE W#
    ##############           #JACKPOTS#
          :                  ##########
          :
   ANOTHER SPIN
          :
          :
          :......GOTO2000 OR 3000 IF CREDIT NIL
```

My mud-map is just a way of putting thoughts on paper amd falls short of an authentic FLOWCHART. In a genuine Flowchart there is are even meanings to the shapes of the boxes. In this mud-map please note that the SYMBOLS sub-routines are BEFORE the program. This is because computers search for GOTO and GOSUB line numbers from the lowest to the highest. As the SYMBOL sub-routines will be used many times the program will run faster if these sub-routines are placed near the top. On the other hand the Screen Display may only be used once, so to the end it goes. When the program is written we may find we have missed out a big block of line numbers, but this does not matter at all. Big line numbers take the same amount of memory space as small ones; 2 bytes. The numbers down the side of the symbols in this mud-map were really added later when we had nutted out a system for identifying the five symbols selected and printed on the screen. More later...
oooooooooooooooooooooooooooooooooooo

For those who are denied the opportunity of playing Poker Machines let me describe what happens. In its simplest form there are four reels which have pictures, or symbols, on the outside of the rim. After putting a coin in the slot you then pull a handle to make the reels spin. They will then stop, one by one, revealing four symbols. If all of them are identical pictures then you win and your winnings come pouring out of the machine. Originally the player hoped to pull four LEMONS, hence the name Fruit Machines, but there's not many of those left now. Modern technology has produced much more complex affairs, but the principal is the same. An effort has been made to make this program emulate a real machine, short of attaching a handle to the VeeZed....

DARWIN CASINO WAS NEVER LIKE THIS!!!

RATTLESNAKE

Most modern Poker Machines now have microprocessors inside being distant relatives of your VeeZed. Instead of handles to pull, many of them have buttons to press. You can now lose the rent very much faster. And, instead of spewing your winning out, they are displayed in a window while your credit (if any) is shown in another window. The original 4-reeler has given way to machines with 5, 6 or more reels. You can even win (or lose) on up to FIVE reels all at the same time, depending on which button you press. There are a large variety of pictures or symbols, and winning combinations. Often the WINs are read from left to right. A TEN in first place might win you 2 coins, two TENS may be 5. The schedule of wins can look like this.....

TEN	TEN	TEN	TEN	TEN	100	JOKER	JOKER	JOKER	JOKER	JOKER	1000
TEN	TEN	TEN	TEN	o	50	JOKER	JOKER	JOKER	JOKER	o	500
TEN	TEN	TEN	o	o	20	JOKER	JOKER	JOKER	o	o	100
TEN	TEN	o	o	o	5						
TEN	o	o	o	o	2						

JACKS, QUEENS, KINGS, ACES and JOKERS usually require at least three of a kind, from the left, to win, and what you win depends on which symbol it is. ACES, KINGS and JOKERS generally pay better than the others. In this program there is a SNAKE, and SNAKES pay better than any other symbol. Big payouts are known as JACKPOTS - SNAKES are called **RATTLESNAKE!!!**

And so to begin. Please keep an eye on the mud-map. It should help you understand some of the more complex explanations. We start with line 100 followed by the Screen Display. This will then be followed by what might be termed the Main Stem. That's the ACTION part of the program that controls and directs all the Branches (sub-routines).

DO NOT USE AUTO

```
100 CLS:CLEAR:GOSUB10000:GOTO2000
```

CLEAR on its own, sets all variables to zero.
GOSUB10000 will draw the colourful screen display.
GOTO2000 jumps over the sub-routines containing all the SYMBOLS.
Remember, we will be putting the SYMBOLS sub-routine near the top to help the running speed.

```
 9999 'SET UP SCREEN DISPLAY
10000 COLOR3,1
10010 PRINT@0,"ooooo RoAoToToLoEoSoNoAoKoEoooo"
10020 FORI=28704TO29183:POKEI,142:NEXT
10030 COLOR8:FORI=160TO191:PRINT@I,"o":NEXT
10040 B=192:FORI=1TO5:PRINT@B,"oo      o      o      o      o      o"
10050 B=B+32:NEXT
10060 FORI=352TO383:PRINT@I,"o":NEXT
10070 PRINT@67,"WIN":PRINT@88,"CREDIT"
10080 RETURN
```

o = Graphic on key J. UNDERLINE = INVERSE.

After selecting the colour, line 1010 prints the title.
10020 POKEs colour into an area of the screen quickly.
10030, 10040 and 10050 draws the windows in which the SYMBOLS will appear.
Use 5 SHIFTZ graphics for the SPACES between SHIFTJ o graphics.
10060 finishes the screen display, 10070 prints WIN and CREDIT.
and 10080 sends the program back to 100.

```
 1999 'ACTION
 2000 IFC=0THEN3000
 2010 PRINT@71,W:PRINT@88,C
 2020 COLOR1:C=C-1:PRINT@71,"ooooooo":PRINT@88,"oooo":PRINT@88,C.
 2030 FORI-1TORND(5):L=0:A=194:FORJ=1TO5:N=RND(7)
 2040 IFN=1THENGOSUB1000'...ACE
 2042 IFN=2THENGOSUB1100'...TEN
 2044 IFN=3THENGOSUB1200'..JACK
 2046 IFN=4THENGOSUB1300'.QUEEN
 2048 IFN=5THENGOSUB1400'..KING
 2050 IFN=6THENGOSUB1500'.SNAKE
 2052 IFN=7THENGOSUB1600'.JOKER
 2060 A=A+6:NEXT
 2070 NEXT
 2080 SOUND30,1:GOSUB4000
 2090 PRINT@71,W:PRINT@88,C:W=0:GOTO3050
```

Line 2030 contains two loops. The first will count the number of symbol changes there will be for each SPIN. The second loop will count the five symbols to be printed on the screen. A will determine where the symbols will be printed, being increased by 6 to move the printings across the screen. L will be used to determine what symbols are in the five windows after each spin and used to determine whether a winning combination has been printed, or not. There is a departure from the mud-map in the first loop. We have used RND(5) instead of just 5. This will increase the uncertainty of whether a winning combination has been pulled or not. The number of changes will vary for each spin.

Lines 2040 to 2052 direct the program depending on the value of N. Each GOSUB is to a different symbol. The dots are to let you know how many spaces to put in the REM statments to get them neatly under one another. 2060 increases A by 6 to move the symbols across the screen. This is followed by NEXT which ends the I loop. 2070 ends the J loop. 2080 marks the end of the spin with a short SOUND the goes to 4000 to have the symbols checked for a WIN. 2090 will upgrade WIN W and CREDIT C. The W is made 0 ready for the next spin and the program goes to 3050 which is the INKEY$ for collecting another P (for Pull Handle).

QUICK TYPING

Next is seven subroutines. Each on prints a different symbol. And, you have a choice!!! You can either just type them all in, one after the other, or do it in the following way....

As you no doubt know, if after typing a program line and hitting *RETURN*, you then move the curser onto the line and change it, the original line is not lost. You would then have two lines. If you look at the 7 sub-routines you will see that they are very similar to each other. Using the curser you COULD enter seven lines at a time. 1000 can be overtyped to produce 1100, 1200, 1300, 1400, 1500 and 1600. The other lines would need N= and graphics changed as well as the line numbers.

SECRET CODE!

Various methods of identifying winning combinations were considered. Uppermost was the requirement for preserving the running speed. A player would not like to have to wait a couple of seconds after a losing spin, before being able to spin again. It was decided to allocate a number to each of the symbols (see mud-map). And, this is how it works....

If, say, an ACE stops in 1st place, then L becomes 10000. Should a TEN stop in 2nd place, N will then become 12000. If 3rd place is a JOKER, L become 12700. With a QUEEN and JACK in 4th and 5th places, L ends up as 12743. It really is a SECRET CODE!

```
 22156 = TEN  TEN  ACE  KING  SNAKE
54734 = KING QUEEN JOKER JACK QUEEN
11111 = JACKPOT!!!
66666 = RATTLESNAKE!!!
```

Here are the seven sub-routines...

The following seven sub-routines show 5 letters in REMs. These are to let you know what graphics to use between the quotes. ASSYYS would be the graphics on those keys. You should still put the letters in REM as a check.

```
999 'SYMBOLS & CODE
1000 IFA=194THENL=L+10000
1001 IFA=200THENL=L+1000
1002 IFA=206THENL=L+100
1003 IFA=212THENL=L+10
1004 IFA=218THENL=L+1
1010 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR2
1020 PRINT@A,     "     "'ZZZZZ
1021 PRINT@A+32,  "     "'ZJJJZ
1022 PRINT@A+64,  "     "'ZJJJZ
1023 PRINT@A+96,  "     "'ZZZZZ
1024 PRINT@A+128, "     "'ZJJJZ
1030 RETURN
1100 IFA=194THENL=L+20000
1101 IFA=200THENL=L+2000
1102 IFA=206THENL=L+200
1103 IFA=212THENL=L+20
1104 IFA=218THENL=L+2
1110 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR3
1120 PRINT@A,     "     "'ASYYS
1121 PRINT@A+32,  "     "'IUUZU
1122 PRINT@A+64,  "     "'IUUZU
1123 PRINT@A+96,  "     "'IUUZU
1124 PRINT@A+128,"      "'DFTTF
1130 RETURN
```

```
1200 IFA=194THENL=L+30000
1201 IFA=200THENL=L+3000
1202 IFA=206THENL=L+300
1203 IFA=212THENL=L+30
1204 IFA=218THENL=L+3
1210 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR4
1220 PRINT@A,     "      "'JJJTW
1221 PRINT@A+32, "      "'JJJZI
1222 PRINT@A+64, "      "'JJJZI
1223 PRINT@A+96, "      "'UDTZI
1224 PRINT@A+128,"      "'EYYYR
1230 RETURN
1300 IFA=194THENL=L+40000
1301 IFA=200THENL=L+4000
1302 IFA=206THENL=L+400
1303 IFA=212THENL=L+40
1304 IFA=218THENL=L+4
1310 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR7
1320 PRINT@A,     "      "'QTTTW
1321 PRINT@A+32, "      "'UIJUI
1322 PRINT@A+64, "      "'UIJUI
1323 PRINT@A+96, "      "'UDFFI
1324 PRINT@A+128,"      "'JJUTW
1330 RETURN
1400 IFA=194THENL=L+50000
1401 IFA=200THENL=L+5000
1402 IFA=206THENL=L+500
1403 IFA=212THENL=L+50
1404 IFA=218THENL=L+5
1410 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR6
1420 PRINT@A,     "      "'QWJTW
1421 PRINT@A+32, "      "'JIFRJ
1422 PRINT@A+64, "      "'JADJJ
1423 PRINT@A+96, "      "'JIEDJ
1424 PRINT@A+128,"      "'EYJER
1430 RETURN
1500 IFA=194THENL=L+60000
1501 IFA=200THENL=L+6000
1502 IFA=206THENL=L+600
1503 IFA=212THENL=L+60
1504 IFA=218THENL=L+6
1510 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR5
1520 PRINT@A,     "      "'QQEYY
1521 PRINT@A+32, "      "'DTZYR
1522 PRINT@A+64, "      "'FYSEY
1523 PRINT@A+96, "      "'FUEYI
1524 PRINT@A+128,"      "'EUZIR
1530 RETURN
1600 IFA=194THENL=L+70000
1601 IFA=200THENL=L+7000
1602 IFA=206THENL=L+700
1603 IFA=212THENL=L+70
1604 IFA=218THENL=L+7
1610 FORS=0TO4:PRINT@A,"ZZZZZ":A=A+32:NEXT:A=A-160:COLOR1
1620 PRINT@A,     "      "'AYYYS
1621 PRINT@A+32, "      "'IAYSU
1622 PRINT@A+64, "JOKER"'(INVERSE)
1623 PRINT@A+96, "      "'IDTFU
1624 PRINT@A+128,"      "'DTTTF
1630 RETURN
```

The random value of N directs the program to one of these sub-routines. The IF statements will make L the symbol code according to the position the symbol is to be printed.
The loop (FORS=0TO4) prints a blank symbol between each picture symbol. The ZZZZZ can be any graphic you choose. A=A-160 brings A back to whatever it was before being used in the loop ready for printing the symbol in the next five lines. By stacking the symbols directly above one another, the finished symbol can be seen.

The next sub-routine is really two in one. The first part will only be used at the beginning and whenever the player loses all his credit. The second part is the INKEY$ for pressing P to spin the reels.

```
2999 'INPUT COINS
3000 FORI=384TO415:PRINT@I,"o":NEXT
3010 PRINT@392,"HOW MANY COINS";:INPUTC
3020 IFC<1ORC>999THEN3010
3030 PRINT@C,C:PRINT@389,"PRESS P TO PULL HANDLE":SOUND20,6
3040 FORI=29056TO29087:POKEI,143:NEXT

3050 IFC=0THEN3000
3060 Z$=INKEY$:Z$="".
3070 Z$=INKEY$:IFZ$=""THEN3060
3080 IFZ$="P"THEN2000ELSE3060
```

Because INPUTs cannot be entered unless the rest of the line is blank, line 3000 clears away the color graphics to allow the printing of the INPUT. Just leave a SPACE between the quotes.
3020 limits the coins to not less than 1 and no more than 999.
After printing PRESS P etc. the POKEs replace the background color.
The program GOSUBs to here for every spin. After checking that there is still some credit, the INKEY$ waits for P to be pressed.

How's your typing? The next bit looks like heavy slogging. But it's not so bad. This is where we decypher the SECRET CODE. As the figures used were between 1 and 7, we can use 0 and 8 to isolate the winning combinations. As 22222 could be accepted by the IF L>22220ANDL<22228, the RETURN at the end of the 22222 line prevents this happening.
You may want to REM lines 4046 and 4048, which are WINS for SNAKES in first and second places, or reduce the amount won, as these make the chances of going bust almost impossible. You may like to add a few winning combinations of your own.

```
3999 ' PAYS FOR WINS
4000 IFL=11111THENW=2000:C=C+W:GOSUB8000:RETURN
4002 IFL>11110ANDL<11118THENW=1000:GOSUB8000:RETURN
4004 IFL>11100ANDL<11188THENW=500:GOSUB8020:RETURN
4006 IFL=22222THENW=50:C=C+W:SOUND30,6;18,4;30,4;18,8:RETURN
4008 IFL>22220ANDL<22228THENW=20:C=C+W:SOUND31,6;19,8:RETURN
4010 IFL>22200ANDL<22288THENW=10:C=C+W:SOUND31,8:RETURN
4012 IFL>22000ANDL<22888THENW=5:C=C+W:SOUND18,4:RETURN
4014 IFL>20000ANDL<28888THENW=2:C=C+W:SOUND16,2:RETURN
4016 IFL=33333THENW=400:C=C+W:GOSUB8000:RETURN
4018 IFL>33330ANDL<33338THENW=200:C=C+W:GOSUB8000:RETURN
4020 IFL>33300ANDL<33388THENW=100:C=C+W:SOUND31,6;19,8:RETURN
4022 IFL=44444THENW=400:C=C+W:GOSUB8000:RETURN
4024 IFL>44440ANDL<44448THENW=200:C=C+W:GOSUB8000:RETURN
4026 IFL>44400ANDL<44488THENW=100:C=C+W:SOUND31,6;19,8:RETURN
4028 IFL=55555THENW=500:C=C+W:GOSUB8020:RETURN
4030 IFL>55550ANDL<55558THENW=300:C=C+W:GOSUB8000:RETURN
4032 IFL>55500ANDL<55588THENW=100:C=C+W:SOUND31,6;19,8:RETURN
4034 IFL=77777THENW=1000:C=C+W:GOSUB8000:RETURN
4036 IFL>77770ANDL<77778THENW=5000:C=C+W:GOSUB8020:RETURN
4038 IFL>77700ANDL<77788THENW=200:C=C+W:GOSUB8010:RETURN
4040 IFL=66666THENW=10000:C=C+W:GOSUB8030:RETURN
4042 IFL>66660ANDL<66668THENW=5000:C=C+W:GOSUB8000:RETURN
4044 IFL>66600ANDL<66688THENW=200:C=C+W:GOSUB8020:RETURN
4046 IFL>66000ANDL<66888THENW=50:C=C+W:GOSUB8020:RETURN
4048 IFL>60000ANDL<68888THENW=20:C=C+W:SOUND30,4;18,8:RETURN
4050 RETURN
```

The next sub-routine is also the last. *sigh* With all that typing practice you should have no problems here. *ha! ha!* When entered you can check it by entering RUN9000. There's no prizes for guessing the tune.

```
8999 'MUSICAL FANFARES
9000 SOUND16,2;18,2;20,4;20,2;20,2;18,2;0,2;16,2;18,2;20,2;16,2
9002 SOUND13,2;15,2;16,2;0,2;11,2;16,2;20,2;23,4;21,2;20,2;18,4
9004 SOUND18,2;18,2;16,6:RETURN
9020 SOUND13,1;14,1;15,1;16,1;17,1;18,1;19,1;20,1;21,1;22,1;23,1
9030 SOUND28,1;27,1;25,1;23,1;21,1;20,1;18,1;16,1;28,2;16,4
9050 RETURN
```

MICRO MAGIC program:

RATTLESNAKE

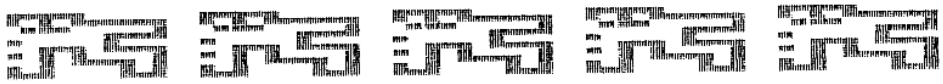
Ad Lib VeeZed Micro Club

7 Abbott Crescent, Malak, Darwin NT 5793.

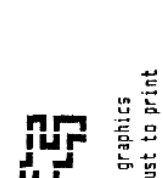
```
50 '    ################
60 '    # MICRO MAGIC #
70 '####################
80 '# RATTLESNAKE #
90 '################
100 CLS:CLEAR:GOSUB10000:GOSUB3000:GOTO2000
1000 IFA=194THENL=L+10000
1001 IFA=200THENL=L+1000
1002 IFA=206THENL=L+100
1003 IFA=212THENL=L+10
1004 IFA=218THENL=L+1
1010 FORS=0TO4:PRINT@A,"MICRO":A=A+32:NEXT:A=A-160:COLOR2
1020 PRINT@A,    "     "'ZZZZZ
1021 PRINT@A+32, "  A  "'ZJJJZ
1022 PRINT@A+64, "  C  "'ZJJJZ
1023 PRINT@A+96, "  E  "'ZZZZZ
1024 PRINT@A+128,"     "'ZJJJZ
1030 RETURN
1100 IFA=194THENL=L+20000
1101 IFA=200THENL=L+2000
1102 IFA=206THENL=L+200
1103 IFA=212THENL=L+20
1104 IFA=218THENL=L+2
1110 FORS=0TO4:PRINT@A,"MAGIC":A=A+32:NEXT:A=A-160:COLOR3
1120 PRINT@A,    "     "'ASYYS
1121 PRINT@A+32, "  T  "'IUUZU
1122 PRINT@A+64, "  E  "'IUUZU
1123 PRINT@A+96, "  N  "'IUUZU
1124 PRINT@A+128,"     "'DFTTF
1125 RETURN
1130 RETURN
1140 PRINT@71,W:PRINT@88,C
1150 W=0:GOTO3050
1200 IFA=194THENL=L+30000
1201 IFA=200THENL=L+3000
1202 IFA=206THENL=L+300
1203 IFA=212THENL=L+30
1204 IFA=218THENL=L+3
1210 FORS=0TO4:PRINT@A,"MICRO":A=A+32:NEXT:A=A-160:COLOR4
1220 PRINT@A,    "  J  "'JJJTW
1221 PRINT@A+32, "  A  "'JJJZI
1222 PRINT@A+64, "  C  "'JJJZI
1223 PRINT@A+96, "  K  "'UDTZI
1224 PRINT@A+128," '   "'EYYYR
1230 RETURN
1300 IFA=194THENL=L+40000
1301 IFA=200THENL=L+4000
1302 IFA=206THENL=L+400
1303 IFA=212THENL=L+40
1304 IFA=218THENL=L+4
1310 FORS=0TO4:PRINT@A,"MAGIC":A=A+32:NEXT:A=A-160:COLOR7
1320 PRINT@A,    "  O  "'OTTTW
1321 PRINT@A+32, "  U  "'UIJUI
1322 PRINT@A+64, "  E  "'UIJUI
1323 PRINT@A+96, "  E  "'UDFFI
1324 PRINT@A+128,"  N  "'JJUTW
1330 RETURN
1400 IFA=194THENL=L+50000
1401 IFA=200THENL=L+5000
1402 IFA=206THENL=L+500
1403 IFA=212THENL=L+50
1404 IFA=218THENL=L+5
1410 FORS=0TO4:PRINT@A,"MAGIC":A=A+32:NEXT:A=A-160:COLOR6
1420 PRINT@A,    "  K  "'QWJTW
1421 PRINT@A+32, "  I  "'JIFPJ
1422 PRINT@A+64, "  N  "'JADJJ
1423 PRINT@A+96, "  G  "'JIEDJ
1424 PRINT@A+128,"     "'EYJER
1430 RETURN
1500 IFA=194THENL=L+60000
1501 IFA=200THENL=L+6000
1502 IFA=206THENL=L+600
1503 IFA=212THENL=L+60
1504 IFA=218THENL=L+6
1510 FORS=0TO4:PRINT@A,"MICRO":A=A+32:NEXT:A=A-160:COLOR5
1520 PRINT@A,    "  S  "'QDEYY
1521 PRINT@A+32, "  N  "'DTZYR
1522 PRINT@A+64, "  A  "'FYSEY
1523 PRINT@A+96, "  K  "'FUEYI
1524 PRINT@A+128,"  E  "'EUZIR
1530 RETURN
1600 IFA=194THENL=L+70000
1601 IFA=200THENL=L+7000
1602 IFA=206THENL=L+700
1603 IFA=212THENL=L+70
1604 IFA=218THENL=L+7
1610 FORS=0TO4:PRINT@A,"MICRO":A=A+32:NEXT:A=A-160:COLOR1
1620 PRINT@A,    "  J  "'AYYYS
1621 PRINT@A+32, "  O  "'IAYSU
1622 PRINT@A+64, "  K  "'JOKER
1623 PRINT@A+96, "  E  "'IDTFU
1624 PRINT@A+128,"  R  "'DTTTF
1630 RETURN
2000 IFC=0THEN3000
2010 PRINT@71,W:PRINT@88,C
2020 COLOR1:C=C-1:PRINT@71,"JJJJJJJ":PRINT@88,"JJJJ":PRINT@88,C
2030 FORI=1TORND(5):L=0:A=194:FORJ=1TO5:N=RND(7)
2040 IFN=1THENGOSUB1000'   ACE
2042 IFN=2THENGOSUB1100'   TEN
2044 IFN=3THENGOSUB1200'  JACK
2046 IFN=4THENGOSUB1300' QUEEN
2048 IFN=5THENGOSUB1400'  KING
2050 IFN=6THENGOSUB1500' SNAKE
2052 IFN=7THENGOSUB1600' JOKER
2060 A=A+6:NEXT
2070 NEXT
2080 SOUND31,1:GOSUB4000
2090 PRINT@71,W:PRINT@88,C:W=0:GOTO3050
2999 'INPUT COINS
3000 FORI=384TO415:PRINT@I," ":NEXT
3010 PRINT@392,"HOW MANY COINS";:INPUTC
3020 IFC<1ORC>999THEN3010
3022 PRINT@71,W:PRINT@88,C
3030 PRINT@389,"PRESS P> TO SPIN REELS":SOUND20,8
3040 FORI=29056TO29087:POKEI,143:NEXT
3049 ' PULL HANDLE
3050 IFC=0THEN3000
3060 Z$=INKEY$:Z$=""
3070 Z$=INKEY$:IFZ$=""THEN3060
3080 IFZ$="P"THEN2000ELSE3060
```

```
3999 ' PAYS FOR WINS
4000 IFL=11111THENW=2000:C=C+W:GOSUB8000:RETURN
4002 IFL>11110ANDL<11118THENW=1000:GOSUB8000:RETURN
4004 IFL>11100ANDL<11188THENW=500:GOSUB8020:RETURN
4006 IFL=22222THENW=50:C=C+W:SOUND30,6;18,4;30,4;18,8:RETURN
4008 IFL>22220ANDL<22228THENW=20:C=C+W:SOUND31,6;19,8:RETURN
4010 IFL>22200ANDL<22288THENW=10:C=C+W:SOUND31,8:RETURN
4012 IFL>22000ANDL<22888THENW=5:C=C+W:SOUND18,4:RETURN
4014 IFL>20000ANDL<28888THENW=2:C=C+W:SOUND16,2:RETURN
4016 IFL=33333THENW=400:C=C+W:GOSUB8000:RETURN
4018 IFL>33330ANDL<33338THENW=200:C=C+W:GOSUB8000:RETURN
4020 IFL>33300ANDL<33388THENW=100:C=C+W:SOUND31,6;19,8:RETURN
4022 IFL=44444THENW=400:C=C+W:SOSUB8000:RETURN
4024 IFL>44440ANDL<44448THENW=200:C=C+W:GOSUB8000:RETURN
4026 IFL>44400ANDL<44488THENW=100:C=C+W:SOUND31,6;19,8:RETURN
4028 IFL=55555THENW=500:C=C+W:GOSUB8020:RETURN
4030 IFL>55550ANDL<55558THENW=300:C=C+W:GOSUB8000:RETURN
4032 IFL>55500ANDL<55588THENW=100:C=C+W:SOUND31,6;19,8:RETURN
4034 IFL=77777THENW=1000:C=C+W:GOSUB8000:RETURN
4036 IFL>77770ANDL<77778THENW=5000:C=C+W:GOSUB8020:RETURN
4038 IFL>77700ANDL<77788THENW=200:C=C+W:GOSUB8010:RETURN
4040 IFL=66666THENW=10000:C=C+W:GOSUB8030:RETURN
4042 IFL>66660ANDL<66668THENW=5000:C=C+W:GOSUB8000:RETURN
4044 IFL>66600ANDL<66688THENW=200:C=C+W:GOSUB8020:RETURN
4046 IFL>66000ANDL<66888THENW=50:C=C+W:GOSUB8020:RETURN
4048 IFL>60000ANDL<68888THENW=20:C=C+W:SOUND30,4;18,8:RETURN
4050 RETURN
7999 'JACKPOTS
8000 PRINT@427,"JACKPOT!":PRINT@71,W:PRINT@88,C:GOSUB9000
8002 FORI=29099TO29106:POKEI,143:NEXT:RETURN
8010 PRINT@427,"JMAGIC!J":PRINT@71,W:PRINT@88,C:GOSUB9020
8012 FORI=29099TO29106:POKEI,143:NEXT:RETURN
8020 PRINT@427,"JJWOW!JJ":PRINT@71,W:PRINT@88,C:GOSUB9020
8022 FORI=29099TO29106:POKEI,143:NEXT:RETURN
8030 PRINT@384,"JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ"
8040 PRINT@71,W:PRINT@88,C
8050 PRINT@390,"RJAJTJTJLJEJSJNJAJKJE":GOSUB9000
8052 GOSUB10000:RETURN
8999 'MUSICAL FANFARES
9000 SOUND16,2;18,2;20,4;20,2;20,2;18,2;0,2;16,2;18,2;20,2;16,2
9002 SOUND13,2;15,2;16,2;0,2;11,2;16,2;20,2;23,4;21,2;20,2;18,4
9004 SOUND18,2;18,2;16,6:RETURN
9020 SOUND13,1;14,1;15,1;16,1;17,1;18,1;19,1;20,1;21,1;22,1;23,1
9030 SOUND28,1;27,1;25,1;23,1;21,1;20,1;18,1;16,1;28,2;16,4
9050 :RETURN
9999 'SET UP SCREEN
10000 COLOR3,1
10010 PRINT@0,"JJJJJRJAJTJTJLJELSJNJAJKJEJJJJJ":COLOR8
10020 FORI=28704TO29183:POKEI,143:NEXT
10030 COLOR8:FORI=160TO191:PRINT@I,"J":NEXT
10040 B=192:FORI=1TO5:PRINT@B,"JJZZZZZJZZZZZJZZZZZJZZZZZJZZZZZJ"
10050 B=B+32:NEXT
10060 FORI=352TO383:PRINT@I,"J":NEXT
10070 PRINT@67,"WIN":PRINT@81,"CREDIT"
10080 RETURN
```

oYou will appreciate that MICRO MAGIC programs are thouroughly checked beofore being photocopied and sent out to club members. Experience has taught us that there is a "VeeZed Gremlin" that ensures that the more you check, the more difficult it is, to see, even the most glaring error. It is, therefore, important that you TEST RUN from time to time whilst you are typing in a program. If BUGS get through to the completed program they can be difficult to track down. If you get an ERROR CODE giving a line number, it is not necessarily THAT line which is at fault. And, of course, you will understand the wisdom of putting your partly finished program on cassette as a precaution against a loss of power or computer malfunction.



```
10 LPRINTCHR$(27)">";'          SET 8TH BIT TO 1
15 LPRINTCHR$(27)"W"CHR$(1);'   EXPANDED
20 LPRINTCHR$(27)"A"CHR$(6)'    REDUCE LINE FEED
25 A=107:B=109:C=104:D=96:E=99:F=103:G=110:H=97:I=98:J=105:K=106
26 'LINE 25 SETS VARIABLES TO ASCII CODE OF THE GRAPHIC SYMBOL
27 'TO FIT THEM INTO PROGRAM LINES.
30 LPRINTCHR$(A);CHR$(B);CHR$(C);CHR$(C);CHR$(D);
31 LPRINTCHR$(A);CHR$(A);CHR$(B);CHR$(C);CHR$(C);CHR$(D);
32 LPRINTCHR$(A);CHR$(A);CHR$(B);CHR$(C);CHR$(C);CHR$(D);
33 LPRINTCHR$(A);CHR$(A);CHR$(B);CHR$(C);CHR$(C);CHR$(D);
34 LPRINTCHR$(A);CHR$(A);CHR$(B);CHR$(C);CHR$(C);CHR$(D)
40 LPRINTCHR$(E);CHR$(F);CHR$(D);CHR$(C);CHR$(G);CHR$(D);
41 LPRINTCHR$(E);CHR$(F);CHR$(D);CHR$(C);CHR$(G);CHR$(D);
42 LPRINTCHR$(E);CHR$(F);CHR$(D);CHR$(C);CHR$(G);CHR$(D);
43 LPRINTCHR$(E);CHR$(F);CHR$(D);CHR$(C);CHR$(G);CHR$(D);
44 LPRINTCHR$(E);CHR$(F);CHR$(D);CHR$(C);CHR$(G);CHR$(D)
50 LPRINTCHR$(H);CHR$(C);CHR$(I);CHR$(B);CHR$(C);CHR$(D);
51 LPRINTCHR$(H);CHR$(C);CHR$(I);CHR$(B);CHR$(C);CHR$(D);
52 LPRINTCHR$(H);CHR$(C);CHR$(I);CHR$(B);CHR$(C);CHR$(D);
53 LPRINTCHR$(H);CHR$(C);CHR$(I);CHR$(B);CHR$(C);CHR$(D);
54 LPRINTCHR$(H);CHR$(C);CHR$(I);CHR$(B);CHR$(C);CHR$(D)
60 LPRINTCHR$(H);CHR$(J);CHR$(B);CHR$(C);CHR$(K);CHR$(D);
61 LPRINTCHR$(H);CHR$(J);CHR$(B);CHR$(C);CHR$(K);CHR$(D);
62 LPRINTCHR$(H);CHR$(J);CHR$(B);CHR$(C);CHR$(K);CHR$(D);
63 LPRINTCHR$(H);CHR$(J);CHR$(B);CHR$(C);CHR$(K);CHR$(D);
64 LPRINTCHR$(H);CHR$(J);CHR$(B);CHR$(C);CHR$(K);CHR$(D)
70 LPRINTCHR$(B);CHR$(J);CHR$(D);CHR$(K);CHR$(G);CHR$(D);
71 LPRINTCHR$(B);CHR$(J);CHR$(D);CHR$(K);CHR$(G);CHR$(D);
72 LPRINTCHR$(B);CHR$(J);CHR$(D);CHR$(K);CHR$(G);CHR$(D);
73 LPRINTCHR$(B);CHR$(J);CHR$(D);CHR$(X);CHR$(G);CHR$(D);
74 LPRINTCHR$(B);CHR$(J);CHR$(D);CHR$(K);CHR$(G);CHR$(D)
RUN
```

For those interested in getting a printer to LPRINT graphics here is the program, knocked together in a hurry, just to print five RATTLESNAKES. Looks like we need a special program that will translate VeeZed graphics into Star printer graphics, to make things easier.